AGE 12+

DUNGEONS & DRAGONS®

THE LEGEND OF DRIZZT™

BOARD GAME

ADVENTURE BOOK

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HOW TO USE THE ADVENTURE BOOK

The Dungeons & Dragons® *The Legend of Drizzt™ Board Game* is a cooperative adventure game. You and your fellow Heroes must survive the threats of the Underdark, an enormous complex of caverns deep below the surface.

This book contains thirteen adventures to challenge the Heroes. If this is your first time playing alone, play Adventure 1: Exile (page 3) to get a feel for how the game plays, then try Adventure 2: Search for Mithral Hall (page 4) with a group of players.

Adventures 1 through 4 show the basics of the game, but there are many twists to come! Once you've tried the basic adventures, you're ready for more complex experiences. To play later adventures, you'll need to use the Advanced cards (numbered 101-200).

Adventures 7, 8, 10, and 12 follow the standard group adventure rules used by all *D&D® Adventure System* board games. All the Heroes either win together or lose together. Adventure 9 is a competitive experience. Adventures 6 and 11 pit teams of Heroes against each other. Adventure 5: Betrayal in the Tunnels combines features of both team and competitive adventures.

One you have played through the adventures in this book, check out **www.DungeonsandDragons.com** to find bonus adventures for use with this and other *D&D Adventure System* board games.

How the Adventures Work

Each adventure contains the following sections.

Objective: What the Heroes need to accomplish in order to win the adventure.

Number of Heroes: How many Heroes the adventure is designed to handle, as well as whether the adventure is a group, competitive, or team experience. This number usually corresponds to the number of players (one Hero for each player). You can play any of the group adventures as a solo experience, if you can't find other players. You can run all the Heroes, or a single Hero for the ultimate challenge. Team and competitive adventures, however, aren't suitable for solo play.

Adventure Setup: This section provides details about any special setup needs of the adventure, including notes related to Cavern tiles, Monsters, tokens, and other special game elements.

Starting Awards: This entry lists the number of Healing Surge tokens, starting Treasure cards, and any other special items the Heroes have at the start of the adventure.

Special Adventure Rules: This section contains any new rules or rules changes to be incorporated into the adventure. It also describes the adventure's victory and defeat conditions.

Start the Adventure: Read this text aloud to set the scene of the adventure for the players. Some adventures also feature a read-aloud section for significant scenes.

Making Adventures More or Less Challenging

To make an adventure more challenging, reduce the number of Healing Surge tokens by 1.

To make an adventure easier, increase the number of Healing Surge tokens by 1.

You Don't Use Every Component in Every Game

There's a lot of stuff in this box. Make sure you pull out the tiles, tokens, cards, and figures needed for the specific adventure you're going to play. Each adventure specifies what components to add, and a complete list of all components is on page 2 of the rulebook.

Your First Game

If this is your first game, use the Power cards suggested below for your Hero. Once you're more familiar with the game, you can choose your own Power cards.

Drizzt Do'Urden, Drow Ranger: *Icingdeath, Twinkle, Lone Drow, Cloud of Darkness, Dancing Serpent*

Bruenor Battlehammer, Dwarf Fighter: *Notched Axe, Clan Battlehammer Shield, Legendary Knowledge, Lucky Hit, Power Strike*

Catti-brie, Human Archer: *Khazid'hea, Taulmaril, Clustered Shot, Falling Hail Stance, Heartseeker Stance*

Regis, Halfling Rogue: *Magic Mace, Ruby Pendant, Finish Off, Sudden Escape, Tumble*

Wulfgar, Human Barbarian: *Aegis-Fang, Rampage, Bear Hug, Healing Herbs*

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ADVENTURE 1
Exile

Cast out of his home city of Menzoberranzan, Drizzt Do'Urden must escape from the Underdark or fall to the wrath of Lolth and her minions.

Objective: Escape from the Underdark.

Number of Heroes: 1 (solo experience).

Suggested Heroes: Drizzt.

Adventure Setup

Special Components in this Adventure: Start tile, Underground River tile, Surface Hollow tile.

Place the **Start tile** on the table. Place your Hero on any square of the tile.

Take the **Underground River** tile from the Cavern Tile stack and set it aside. Shuffle the rest of the Cavern Tile stack and, without looking at any of the tiles, put the Underground River tile into the stack after the 8th tile.

If this is your first time playing this adventure, choose **Drizzt, Drow Ranger** as your Hero. Once you become experienced with the game, you can try this adventure again with other Heroes.

Starting Awards: 1 Healing Surge and 1 random Item card from the Treasure deck.

Special Adventure Rules

When you reveal the Underground River tile, your Hero has found the way out of the Underdark. Place the **Surface Hollow** tile next to the closest unexplored edge of the Underground River tile. Then draw 2 Monster cards and place the corre-sponding Monster figures on the Surface Hollow tile, one on each mushroom patch.

To escape to the surface, your Hero must end your Hero Phase on any of the middle 4 squares at the far end of the Surface Hollow tile, as shown here.

NARROW PASSAGE
(HEROES AND MONSTERS ON THIS TILE HAVE -4 AC)
To escape, your Hero must end your Hero Phase on any of the 4 blue squares of the Surface Hollow tile.
SURFACE HOLLOW

Victory: You win the adventure when your Hero escapes to the surface.

Defeat: You lose the adventure if your Hero has 0 Hit Points at the start of your turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

Life is normally difficult in the Underdark, but the spider goddess Lolth's demand for your sacrifice has made it impossible. You are left with one choice: You must fight your way through the Underdark and find your way to the surface.

When You Reveal the Underdark River Tile, Read:

The sound of running water is a welcome respite from the silence of the caves. After days of traveling through the dark, you see the soft glow of sunlight ahead. Only a few monsters stand between you and freedom!

ADVENTURE 2
Search For Mithral Hall

The ancestral home of Clan Battlehammer is within reach!

Objective: Seek the door that leads into Mithral Hall.

Number of Heroes: 2-5 (group adventure).

Suggested Heroes: Bruenor, Catti-brie, Drizzt, Regis, Wulfgar.

Adventure Setup

Special Components in this Adventure: Start tile, Broken Door tile, Ancient Throne tile, Crown token, Artemis Entreri Villain card and figure.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Take the **Broken Door** tile from the Cavern Tile stack and set it aside. Shuffle the rest of the Cavern Tile stack. Take 3 tiles from it, and shuffle the Broken Door tile into those tiles. Then, with-out looking at any of the tiles, put the shuffled Broken Door and 3 tiles into the Cavern Tile stack after the 8th tile. (This way, the Broken Door tile will appear between the 9th and 12th tile drawn.)

Starting Awards: 2 Healing Surges, and each Hero draws 1 random Item card from the Treasure deck.

Special Adventure Rules

Broken Door: When a Hero reveals the Broken Door tile, do the following.

- Instead of drawing a Monster Card for the tile, the active Hero's player takes the Artemis Entreri Villain card and places the Artemis Entreri figure on either mushroom patch on the Start tile. As a Villain, Artemis Entreri acts at the start of each player's Villain Phase.
- Place the **Ancient Throne** tile next to the closest unex-plored edge of the Broken Door tile. Then each player draws a Monster card and places the corresponding Monster figure on any square of either the Ancient Throne or Broken Door tile.
- Place the **Crown** token on either square of the throne depicted on the Ancient Throne tile. A Hero in any of the 6 squares adjacent to the throne's squares can pick up the Crown token at the end of his or her Hero Phase. Place the Crown token on that Hero's card.

Victory: The Heroes win the adventure when they defeat Artemis Entreri and any Hero has the Crown token.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

Following a clue found in an ancient tower near the city of Silverymoon, you have journeyed deep into the Underdark in search of the ancestral home of the Battlehammer clan. Your travels have led you to a ancient cavern near the entry to the dwarven citadel. Bruenor's search for Mithral Hall is nearly at an end.

Meanwhile, the dreaded assassin Artemis Entreri has been given a job. This villain is hunting down Regis for his crimes against Pasha Pook, the leader of a dangerous thieves' guild in the city of Calimport. It is only a matter of time before Artemis tracks Regis down!

When You Reveal the Broken Door Tile, Read:

Mithral Hall has been found, but years of neglect have taken their toll. The door has been smashed open, and the stone tunnels are now home to the denizens of the Underdark. To make matters worse, Artemis Entreri has caught up to you. You must defeat the foes that surround you and recover the dwarves' ancestral crown.

ADVENTURE 3
The Hunt or Shimmergloom

The only thing stopping the reclamation of Clan Battlehammer's ancestral home is the shadow dragon named Shimmergloom.

Objective: Find and defeat Shimmergloom.

Number of Heroes: 2–5 (group adventure).

Suggested Heroes: Bruenor, Catti-brie, Drizzt, Regis, Wulfgar.

Adventure Setup

Special Components in this Adventure: Start tile, Dark Chasm tile, Rocky lair tile, Shimmergloom Villain card and figure.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Take the **Dark Chasm** tile from the Cavern Tile stack and set it aside. Shuffle the rest of the Cavern Tile stack. Take 3 tiles from it, and shuffle the Dark Chasm tile into those tiles. Then, without looking at any of the tiles, put the shuffled Dark Chasm and 3 tiles into the Cavern Tile stack after the 8th tile. (This way, the Dark Chasm tile will appear between the 9th and 12th tile drawn.)

Starting Awards: 2 Healing Surges, and each Hero draws 1 random Item card from the Treasure deck.

Special Adventure Rules

Dark Chasm: When a Hero reveals the Dark Chasm tile, do the following.

- Place the **Rocky lair** tile next to the closest unexplored edge of the Dark Chasm tile.
- Instead of drawing a Monster Card for the tile, the active player takes the Shimmergloom Villain card and places the Shimmergloom figure on the large stone depicted on the Rocky *lair* tile. As a Villain, Shimmergloom acts at the start of each player's Villain Phase.

Victory: The Heroes win the adventure when they defeat Shimmergloom.

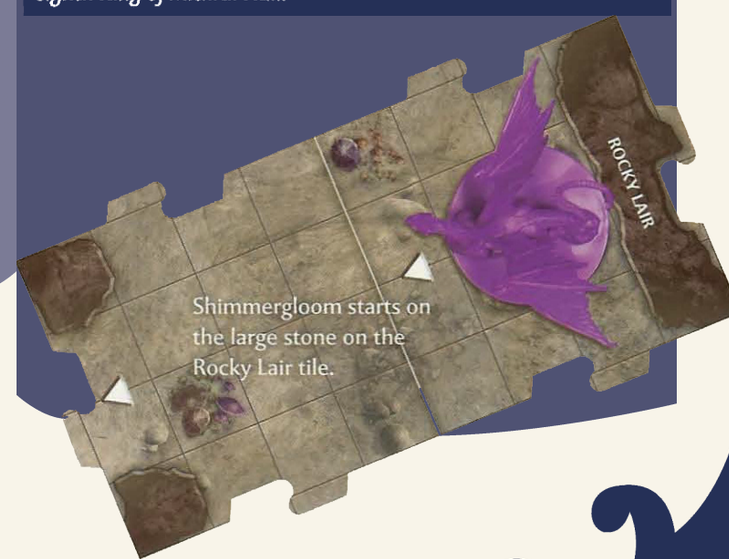
Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

An entire army of dwarves fell when the shadow dragon Shimmergloom first came to Mithral Hall. In the years since, the dragon has slept—but this slumber has now ended. If you die in Mithral Hall, its location will be lost forever. Your only chance is to make your way to Garumn's Gorge and escape.

When You Reveal the Dark Chasm Tile, Read:

The bridge over the gorge stands before you, but you're too late—the dragon is here! You must slay Shimmergloom to survive. Only then can Bruenor Battlehammer rightfully claim his inheritance as the eighth King of Mithral Hall.



ADVENTURE 4
Legacy of the Drow

Several disappearances and increased goblin activity lead you to investigate the tunnels around Mithral Hall.

Objective: Find and defeat the Villain behind the troubles plaguing Mithral Hall.

Number of Heroes: 2-5 (group adventure).

Suggested Heroes: Bruenor, Catti-brie, Drizzt, Regis, Wulfgar.

Adventure Setup

Special Components in this Adventure: Start tile, Drow Glyph tile, Artemis Entreri Villain card and figure, Jarlaxle Baenre Villain card and figure, Methil El-Viddenvelp Villain card and figure, Yvonnel Baenre Villain card and figure, Yochlol Villain card and figure, 5 Villain tokens corresponding to the specified Villain cards.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Take the **Drow Glyph** tile from the Cavern Tile stack and set it aside. Shuffle the rest of the Cavern Tile stack. Take 3 tiles from it, and shuffle the Drow Glyph tile into those tiles. Then, without looking at any of the tiles, put the shuffled Drow Glyph and 3 tiles into the Cavern Tile stack after the 8th tile. (This way, the Drow Glyph tile will appear between the 9th and 12th tile drawn.)

Starting Awards: 2 Healing Surges, and each Hero draws 1 random Item card from the Treasure deck.

Special Adventure Rules

Drow Glyph: When a Hero reveals the Drow Glyph tile, do the following.

- ✦ Draw and place the top tile of the Cavern Tile stack next to each unexplored edge of the Drow Glyph tile. Do not place new Monsters or draw Encounter cards for these tiles.
- ✦ Shuffle the Villain tokens and draw one. The active player takes that Villain's card and places that Villain's figure on the mushroom patch on the Drow Glyph tile. The Villain acts at the start of each player's Villain Phase. Place the rest of the Villain tokens in the box; you won't need them for the rest of this adventure.
- ✦ Starting with the active Hero, each player draws a Monster card and places that Monster on any tile within 1 tile of the Villain.

Victory: The Heroes win the adventure when they defeat the Villain.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

Mithral Hall has been reclaimed, but work remains to be done. For the first time since Shimmergloom was defeated, nearby creatures have grown restless and several dwarves have gone missing. What new foe do the Companions of the Hall now face?

When You Reveal the Drow Glyph Tile, Read:

A noise coming from a tunnel leading to the drow city of Menzoberranzan reveals the cause of the disappearances: The drow have returned! A new enemy has arrived along with a bevy of body-guards. You must defeat this villain and save Mithral Hall.

ADVENTURE 5
Betrayal in the unnels

One of you is not who he or she claims to be.

Objective: Survive the assassin's attack.

Number of Heroes: 5 (team/competitive adventure).

Suggested Heroes: Bruenor, Catti-brie, Dri t, Regis, Wulfgar.

Adventure Setup

Special Components in this Adventure: Start tile, Artemis Entreri Villain card and figure, 5 Hero tokens (Bruenor, Catti-brie, Dri t, Regis, Wulfgar).

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Shuffle the Cavern Tile stack.

Shuffle the 5 Hero tokens. Place one of the 5 tokens face down on Artemis Entreri's Villain card, then place the remaining 4 tokens face down within easy reach of all players.

Starting Awards: 2 Healing Surges, and each Hero draws 1 random Item card from the Treasure deck.

Special Adventure Rules

When a Hero explores and places a Cavern tile with a black triangle, that player places one of the 4 face-down Hero tokens face down on the new tile. A Hero on a tile with a face-down Hero token can flip over that token and reveal it to all players.

When the fifth tile with a black triangle is discovered, or when all 4 Hero tokens on the board are revealed, flip over the Hero token on Artemis Entreri's Villain card. That Hero is actually Artemis Entreri in disguise! Replace that Hero with the Artemis Entreri figure. That Hero's player discards his or her Hero card and Power cards, takes Artemis Entreri's Hero card, and chooses new Assassin powers.

When Artemis Entreri is revealed, he gains 1 Healing Surge, which he must spend **immediately** if he is reduced to 0 Hit Points.

Villainous Hero: Artemis Entreri is fighting against the rest of the Heroes. As a Villainous Hero, he can treat the other Heroes as Monsters. See page 15 of the rule-book for more about Villainous Heroes.

Whenever any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining, that Hero is eliminated. Remove that Hero's figure from the board; nothing can return that Hero to play. At the end of that Hero's Villain Phase, that player transfers all Monsters and Traps he or she controls to the player on his or her right and is out of the game.

Hero Victory: The Heroes win the adventure when they defeat Artemis Entreri.

Villain Victory: Artemis Entreri wins the adventure when all the Heroes have been eliminated.

Optional Rules or 3 or 4 Players

If there are fewer than 5 players, Artemis might not be dis-guised as one of the Heroes. If the revealed Hero is not in play, place the Artemis Entreri figure on the Start tile. No player controls Artemis; instead, he activates during each player's Villain Phase.

If the revealed Hero is in play, that Hero is replaced with Artemis Entreri as in the normal adventure, except that Artemis does not start with any Healing Surges.

Victory: The Heroes win the adventure when they defeat Artemis Entreri.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Your First Game

If this is your first game playing Artemis Entreri, use the Power cards suggested below. Once you're more familiar with the game, you can choose your own Power cards.

Artemis Entreri, Human Assassin: *Saber of Wounding, Vampiric Dagger, Executioner's Blade, Cloak of the Bat, Fast Learner.*

When You Start the Adventure, Read:

The Companions are travelling to Mithral Hall for the upcoming wedding of Wulfgar and Catti-brie, but not all is what it seems. One of you is actually the dreaded assassin Artemis Entreri in disguise!

When Artemis Entreri Comes into Play, Read:

The magical disguise fades away. Artemis draws his weapons and strikes!

ADVENTURE 6
Starless Night

Captured in the drow city of Menzoberranzan, Drizzt and Catti-brie are forced into an uncertain alliance with a dreaded enemy.

Objective: Escape from the Underdark.

Number of Heroes: 3 (team adventure).

Suggested Heroes: Dri t, Catti-brie, Artemis Entreri.

Adventure Setup

This is a team adventure. Dri t and Catti-brie form one team, and Artemis Entreri is on the other team by himself. Sit at the table so teammates are not next to each other. (This way, the turn order alternates from one team to the other.)

Special Components in this Adventure: Start tile, Drow Glyph tile, Surface Hollow tile.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Take the **Drow Glyph** tile from the Cavern Tile stack and set it aside. Shuffle the rest of the Cavern Tile stack. Take 3 tiles from it, and shuffle the Drow Glyph tile into those tiles. Then, without looking at any of the tiles, put the shuffled Drow Glyph and 3 tiles into the Cavern Tile stack after the 8th tile. (This way, the Drow Glyph tile will appear between the 9th and 12th tile drawn.)

NARROW PASSAGE
(HEROES AND MONSTERS ON THIS TILE HAVE -4 AC)
To escape, your Hero must end the Hero Phase of any Hero on your team on any of the 4 blue squares of the Surface Hollow tile.
SURFACE HOLLOW

Special Adventure Rules

When a Hero reveals the Drow Glyph tile, place the **Surface Hollow** tile next to the closest unexplored edge of the Drow Glyph tile. Then each player draws a Monster card and places the corresponding Monster figure on any square of either the Drow Glyph or Surface Hollow tile.

To escape to the surface, a Hero must end the Hero Phase of any Hero on thatteam on any of the middle 4 squares at the far end of the Surface Hollow tile, as shown here. Remove the Hero's figure from the board. That Hero has left the cavern.

Leaving the cavern is optional. Once a Hero leaves, he or she cannot reenter.

If any Hero has 0 Hit Points at the start of his or her turn and that Hero's team has no Healing Surge tokens remaining, that Hero is defeated.

If a Hero leaves the cavern or is defeated, that player plays the rest of that Hero's turn, then transfers all Monsters and Traps he or she controls to the player on his or her right and is out of the game.

Game End: The game ends only when each team either wins or loses. It's possible for both teams to win or lose!

Team Victory: A team wins the adventure when all that team's members escape the cavern. If both teams escape, both win.

Team Defeat: A team loses the adventure if at least one member of that team is defeated. If both teams have a member defeated, both lose.

When You Start the Adventure, Read:

Having just escaped from Menzoberranzan, Drizzt and Catti-brie are forced to make an uncomfortable alliance. Followed by drow parties and other foes, they join forces with Artemis Entreri, the assassin who has plagued them for years. They must work together to reach the surface, but how much can this assassin be trusted?

When You Reveal the Drow Glyph Tile, Read:

Freedom lies just ahead—but will Artemis Entreri turn on his allies before they can escape?

ADVENTURE 7
Siege of Darkness

Lolth's forces have und Mithral Hall. You must hold out against their attack!

Objective: Close the Underdark fissures and defeat all the Monsters.

Number of Heroes: 2-5 (group adventure).

Suggested Heroes: Bruenor, Catti-brie, Drizzt, Regis, Wulfgar.

Adventure Setup

Special Components in this Adventure: Start tile, 22 Cavern Edge tiles (including 4 Fissure tiles), 3 Collapsed Tunnel mark-ers, Yvonnel Baenre Villain card and figure.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

This adventure uses a pre-built cavern complex. To create it, follow the instructions on page 14 of the rulebook. After creat-ing the complex, place a number of Hit Point tokens on each Fissure tile equal to the number of Heroes.

Your cavern complex must include all 4 Fissure tiles. If it doesn't, you'll need to rebuild it!

Starting Awards: 2 Healing Surges, and each Hero draws 1 random Item card from the Treasure deck.

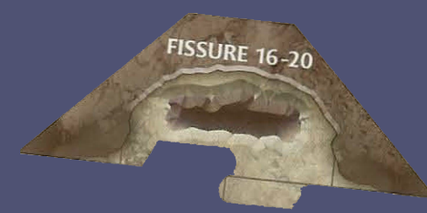
Special Adventure Rules

Closing the Fissures: To close a Fissure, a Hero must be on a tile edge that is next to the Fissure tile. That Hero can deal 1 damage to that Fissure instead of moving (so he or she can deal 2 damage by doing nothing else during that Hero Phase). Each time the Fissure takes damage, remove 1 Hit Point token from its tile.

Once all the Hit Point tokens have been removed from a Fissure, it is destroyed. Place a Collapsed Tunnel marker on its tile as a reminder.

Growing Threat: At the beginning of each Hero's Exploration Phase, do the following.

- Roll the die and compare the result with the num-bers printed on the Fissure tiles. If the corresponding Underdark Fissure has not yet been closed, draw a new Monster card and place its fi gure on the Cavern tile next to the specified Fissure tile. If the Fissure has been closed, do not place a Monster--the Heroes have prevented its arrival.
- After 2 Fissures have been closed, the active Hero's player takes the Yvonnel Baenre Villain card. Place the Yvonnel Baenre figure on the tile next to whichever remaining Fissure tile has the most Hit Point tokens remaining. (In case of a tie, the active Hero chooses the tile.)
- For the rest of the adventure, do not draw an Encounter Card during any Villain Phase unless specified by Yvonnel's tactics.



Victory: The Heroes win the adventure when they have closed all 4 Fissures and have defeated Yvonnel Baenre and all Monsters.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

Dwarven scouts have reported that vile servants of the drow are gathering in the tunnels near Mithral Hall and will soon launch an assault on the stronghold. You and your companions have located a section of the Underdark that the drow forces must travel through to reach Mithral Hall. If you can collapse those tunnels, you will thwart the drow attack.

After the Second Fissure is Closed, Read:

You breathe a sigh of relief as another passage collapses, but then a chilling voice speaks from the darkness. "Destroy the outcast and his friends, and the Spider Queen will celebrate this day." The Matron Mother of House Baenre has arrived!

ADVENTURE 8
Passage to Dawn

The fate of one Companion's soul is in your hands.

Objective: Free Wulfgar and defeat Errtu.

Number of Heroes: 2-4 (group adventure).

Suggested Heroes: Bruenor, Catti-brie, Drizzt, Regis.

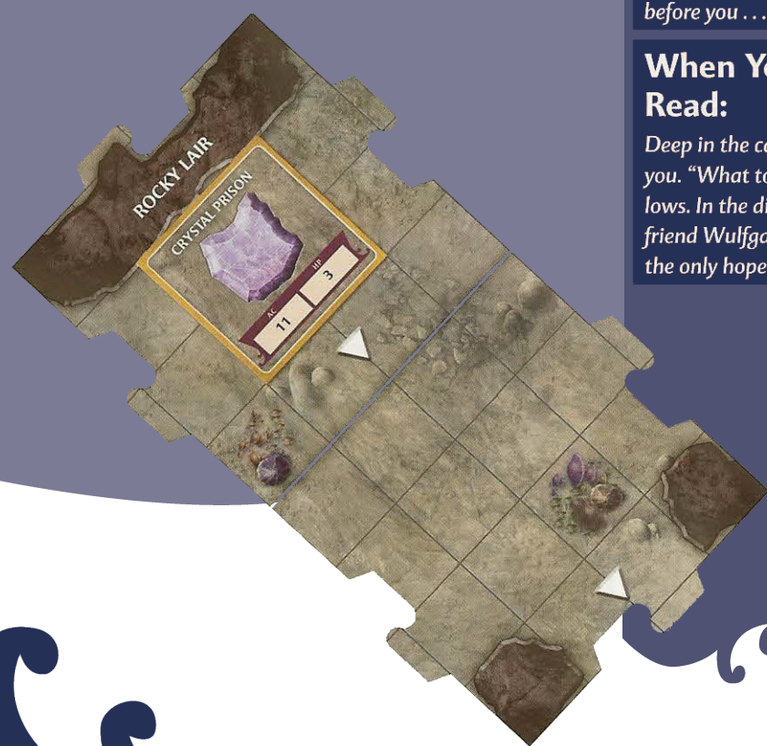
Adventure Setup

Special Components in this Adventure: Start tile, Crystal Shard tile, Rocky Lair Tile, Crystal Prison marker, Wulfgar (Ally) card and figure, Errtu Villain card and figure.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Take the **Crystal Shard** tile from the Cavern Tile stack and set it aside. Shuffle the rest of the Cavern Tile stack. Take 3 tiles from it, and shuffle the Crystal Shard tile into those tiles. Then, without looking at any of the tiles, put the shuffled Crystal Shard and 3 tiles into the Cavern Tile stack after the 8th tile. (This way, the Crystal Shard tile will appear between the 9th and 12th tile drawn.)

Starting Awards: 2 Healing Surges, and each Hero draws 1 random Item card from the Treasure deck.



Special Adventure Rules

Crystal Shard: When a Hero reveals the Crystal Shard tile, do the following.

- Instead of drawing a Monster Card for the tile, the active Hero's player takes the Errtu Villain card and places the Errtu figure on the Crystal Shard tile. As a Villain, Errtu acts at the start of each player's Villain Phase.
- Place the **Rocky Lair** tile next to the closest unexplored edge of the Crystal Shard tile. Place the **Crystal Prison** marker on the large stone depicted on the Rocky Lair tile.
- A Hero can attack the Crystal Prison. Once the Crystal Prison is destroyed, remove its marker from the tile and replace it with the Wulfgar figure. The active Hero's player takes the Wulfgar (Ally) card. Wulfgar activates first during step 3 of that player's Villain Phase. Wulfgar counts as a Hero for the purpose of Encounter cards, Monster tactics, and Hero powers.

Victory: The Heroes win the adventure when they defeat Errtu and free Wulfgar from the Crystal Prison.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

There is no time to grieve for the fallen Wulfgar. You and the remaining Companions of the Hall have journeyed back to Icewind Dale, where the Crystal Shard has found a new owner. You enter a frozen cavern to find the Shard, unaware of what threats lie before you . . .

When You Reveal the Crystal Shard Tile, Read:

Deep in the cavern, the fiery form of the balor Errtu stands before you. "What torment awaits you, Drizzt Do'Urden!" the fiend bellows. In the distance, behind a crystal wall, you spot your fallen friend Wulfgar. Errtu has imprisoned his soul for years, and you are the only hope for his release!

ADVENTURE 9
The Great Trophy Hunt

How many monsters can you slay?

Objective: Defeat more Monsters than the other Heroes.

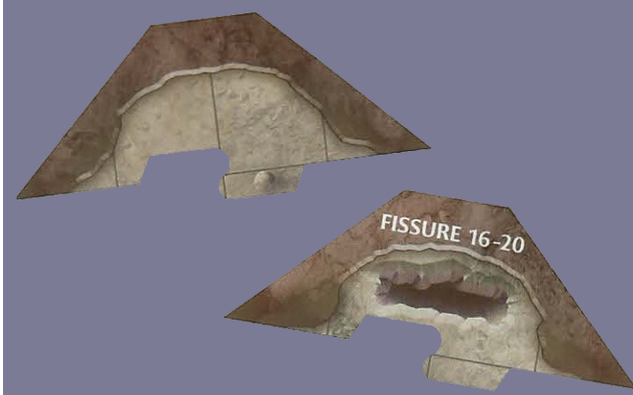
Number of Heroes: 2-5 (competitive adventure).

Suggested Heroes: Any.

Adventure Setup

Special Components in this Adventure: Start tile, 22 Cavern Edge tiles (including 4 Fissure tiles).

Place the **Start tile** on the table. Place each Hero on any square of the tile.



This adventure uses a pre-built cavern complex. To create it, follow the instructions on page 14 of the rulebook.

Your cavern complex must include all 4 Fissure tiles. If it doesn't, you'll need to rebuild it!

Put the Encounter cards back in the box; you won't need them for this adventure.

Shuffle the Monster cards and count out 5 of them for each Hero. These form the Monster deck. (For example, if you have 5 Heroes playing this adventure, the deck will contain 25 Monster cards.) Put the rest back in the box; you won't need them for this adventure.

Starting Awards: Each Hero starts with 1 Healing Surge, usable only by that Hero.

Special Adventure Rules

You draw no Encounter cards in this adventure. Instead, at the beginning of each Hero's Exploration Phase, draw a Monster card and place the corresponding Monster figure on a randomly determined Fissure tile. (If you draw a Hunting Party card, place each Monster separately.)

Each Hero has his or her own Experience pile. If your Hero levels up, you spend 5 Experience Points as normal but do not discard those Monster cards.

If any Hero has 0 Hit Points at the start of his or her turn and has no Healing Surge tokens remaining, that Hero is defeated. That player plays the rest of that Hero's turn, then transfers all Monsters and Traps he or she controls to the player on his or her right and is out of the game.

The adventure ends when either all the Monsters or all the Heroes are defeated. When the adventure ends, each surviving Hero earns 1 point for each Experience Point in his or her Experience pile, plus 5 bonus points if that Hero has not expended the Healing Surge. The survivor with the most points wins!

Victory: The winner of the adventure is the surviving Hero with the most points.

Defeat: A Hero loses the adventure if he or she has 0 Hit Points at the start of his or her turn and has no Healing Surge token remaining.

When You Start the Adventure, Read:

Accomplished monster hunters sometimes make a game out of facing the endless hordes, with the winner being the one who slays the most enemies. Can you defeat more monsters than your companions?

ADVENTURE 10
Escape rom Neverneath

he cursed tunnels below Castle Never constantly change; you must escape or be forever trapped underground!

Objective: Escape from Neverneath.

Number of Heroes: 2-5 (group adventure).

Suggested Heroes: Any.

Adventure Setup

Special Components in this Adventure: Start tile, Broken Door tile, 22 Cavern Edge tiles, Surface Hollow tile.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Take the **Broken Door** tile from the Cavern Tile stack and set it aside. Shuffle the rest of the Cavern Tile stack. Take 3 tiles from it, and shuffle the Broken Door tile into those tiles. Then, with-out looking at any of the tiles, put the shuffled Broken Door and 3 tiles into the Cavern Tile stack after the 8th tile. (This way, the Broken Door tile will appear between the 9th and 12th tile drawn.)

Starting Awards: 1 Healing Surge, and each Hero draws 1 random Item card from the Treasure deck.

Special Adventure Rules

Cavern Edges: Whenever you would draw an Encounter card for any reason, instead place a Cavern Edge tile next to any 1 unexplored edge of your choice. You can instead spend 5 Experience Points not to place a Cavern Edge tile. If something would prevent you from drawing an Encounter card (such as the Secret Cave tile), you also do not place a Cavern Edge tile.

You cannot place a Dungeon Tile next to an unexplored edge that is physically blocked by a Cavern Edge tile, as described on page 15 of the rulebook.

Once the Broken Door tile is revealed, you no longer place Cavern Edge tiles and instead draw Encounter cards as normal.

Broken Door: When a Hero reveals the Broken Door tile, place the **Surface Hollow** tile next to the closest unexplored edge of the Broken Door tile. Then each player draws a Monster card and places the corresponding Monster figure on any square of either the Broken Door or Surface Hollow tile.

To escape to the surface, a Hero must end his or her Hero Phase on any of the middle 4 squares at the far end of the Surface Hollow tile, as shown here. Remove the Hero's figure from the board. That Hero has left the cavern.

NARROW PASSAGE
(HEROES AND MONSTERS ON THIS TILE HAVE -4 AC)
SURFACE HOLLOW
To escape, your Hero must end his or her Hero Phase on any of the 4 blue squares of the Surface Hollow tile.

Leaving the cavern is optional. Once a Hero leaves he or she cannot reenter. That player plays the rest of that Hero's turn, then transfers all Monsters and Traps he or she controls to the player on his or her right and is out of the game.

Victory: The Heroes win the adventure when each Hero escapes from the caverns.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. The Heroes also lose the adventure if there are no available unexplored edges and the Surface Hollow tile has not been placed.

When You Start the Adventure, Read:

The catacombs beneath Castle Never were once protected by powerful magic, but the Spellplague corrupted the wards into a powerful trap. The bewitched tunnels now engulf intruders, imprisoning them forever in the abandoned halls. You have fallen into the tunnels below the castle, and if you don't hurry, you will be trapped underground!

When You Reveal the Broken Door Tile, Read:

The shattered door reveals the only escape from this cursed cavern. You have found the exit, but can you get out alive?

ADVENTURE 11
Race for Gauntlgrym

Two groups search for the lost dwarven city of Gauntlgrym. Which will find it first?

Objective: Find the entry to Gauntlgrym before the other team.

Number of Heroes: 4 (team adventure).

Suggested Heroes: Bruenor, Drizzt, Athrogate, Jarlaxle.

Adventure Setup

This is a team adventure. Bruenor and Drizzt form one team, and Athrogate and Jarlaxle are on the other team. Sit at the table so teammates are not next to each other. (This way, the turn order alternates from one team to the other.)

Special Components in this Adventure: Start tile, 2 straight Narrow Passage tiles, Broken Door tile, Drow Glyph Tile, 2 Dwarven Statue tiles, Gauntlgrym Door marker.

Place the Start tile on the table. Connect the **Narrow Passage** tiles to each end of the Start tile and connect the **Drow Glyph** and the **Broken Door** tiles to them as shown below. Place Bruenor and Drizzt on any squares of the Broken Door tile, and place Athrogate and Jarlaxle on any squares of the Drow Glyph tile.

Take the 2 **Dwarven Statue** tiles from the Cavern Tile stack and set them aside. Shuffle the rest of the Cavern Tile stack, and then divide it into two roughly equal stacks. Place a Dwarven Statue tile after the 5th tile in each stack. (This way, the Dwarven Statue will be the 6th tile drawn in each stack.)

Starting Awards: Each team starts with 1 Healing Surge, usable only by that team. In addition, each Hero draws 1 random Item card from the Treasure deck.

Special Adventure Rules

Each team draws Cavern tiles from its own stack, racing to find the exit first.

Dwarven Statue: When a Hero reveals either Dwarven Statue tile, place the **Gauntlgrym Door** marker on the revealed tile. Then each player draws a Monster card and places the corresponding Monster figure on the revealed tile.

If any Hero has 0 Hit Points at the start of his or her turn and that Hero's team has no Healing Surge tokens remaining, that Hero is defeated. That player plays the rest of that Hero's turn, then transfers all Monsters and Traps he or she controls to the player on his or her right.

Game End: The game does not end until both teams are defeated or at least one team wins.

Team Victory: A team wins the adventure when its Dwarf Hero (Bruenor or Athrogate) starts his turn on the Gauntlgrym Door tile and no Monsters are within 1 tile of that Hero. (If both Dwarf Heroes are on the tile at the start of either Dwarf Hero's turn, both teams win.)

Team Defeat: A team loses the adventure if its Dwarf Hero (Bruenor or Athrogate) is defeated. It's possible for both teams to lose!

When You Start the Adventure, Read:

At the end of Bruenor's lifelong quest to find the legendary home of the Delzoun dwarves, he and Drizzt discover that they are not alone. Jarlaxle and his Delzoun dwarf companion, Athrogate, are searching for the same thing—the giant door leading to the lost dwarven city. Who will find it first?

When You Reveal the First Dwarven Statue Tile, Read:

The dwarven statue reveals the secret entry to Gauntlgrym. Once the guardians are defeated, the way into the lost city will be open!

DROW GLYPH
NARROW PASSAGE
(HEROES AND MONSTERS ON THIS TILE HAVE -4 AC)
START TILE
NARROW PASSAGE
(HEROES AND MONSTERS ON THIS TILE HAVE -4 AC)
BROKEN DOOR

Bruenor and Drizzt start on any squares of the Broken Door Tile.
Athrogate and Jarlaxle start on any squares of the Drow Glyph tile.

ADVENTURE 12
The Deeps

Beneath the dwarven city of Gauntlgrym lie the endless tunnels of the Underdark. How far can you go before you must retreat?

Objective: Survive as long as possible!

Number of Heroes: 2-5 (group adventure).

Suggested Heroes: Any.

Adventure Setup

Special Components in this Adventure: Start tile.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Shuffle the Cavern Tile stack.

Starting Awards: 1 Healing Surge, and each Hero draws 1 random Item card from the Treasure deck.

Special Adventure Rules

The adventure ends when any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. At the end of the adventure, count the number of Cavern tiles placed (don't count the Start tile). This is the group's final score.

Victory: The Heroes win the adventure if the group's score is 15 or higher.

Defeat: The Heroes lose the adventure if the group's score is 14 or lower.

When You Start the Adventure, Read:

The threats of the Underdark are always on the move, so the citizens of Gauntlgrym are always vigilant. To protect the city, heroes periodically enter the Deeps and fight back the monsters. How well can your group do?

When You Complete the Adventure, Read:

Overrun by monsters, you are forced to retreat to the protected halls of Gauntlgrym. There will always be more enemies to fight, but they will have to wait for another day.

You can play this adventure multiple times; each time you do, record your score on the table below. See how high a score your group can earn!

Date	Players	Heroes	Score

ADVENTURE 13
The Primordial Awakes!

The primordial Maegera the Inferno is stirring and must be contained.

Objective: Seek the ancient throne room that houses the soul of the primordial and prevent Maegera from waking.

Number of Heroes: 2-5 (group adventure).

Suggested Heroes: Bruenor, Drizzt, Athrogate, Jarlaxle, plus any 1 other Hero if there are 5 players.

Adventure Setup

Special Components in this Adventure: Start tile, Broken Door tile, Ancient Throne tile, 2 Dwarven Statue tiles, Errtu Villain card and figure, 2 Water Elemental Monster cards and figures, 2 Filled Bowl tokens.

Place the **Start tile** on the table. Place each Hero on any square of the tile.

Take the **Broken Door** tile and 2 **Dwarven Statue** tiles from the Cavern Tile stack and set them aside. Shuffle the rest of the Cavern Tile stack. Take 6 tiles from it and shuffle the 2 Dwarven Statue tiles with those tiles. Then take 3 more tiles from the Dungeon Tile stack and shuffle the Broken Door tile with those 3 tiles. Then, without looking at any of the tiles, put the shuffled Broken Door and 3 tiles on top of the remaining Cavern Tile stack, and then place the shuffled Dwarven Statue tiles and 6 tiles on top of the Broken Door stack. See the illustration below.

Starting Awards: 2 Healing Surges, and each Hero draws 1 random **Item** card from the Treasure deck.

A. Tiles 1-8: 2 Dwarven Statue tiles and 6 random Cavern tiles, shuffled together.

B. Tiles 9-12: Broken Door tile and 3 random Cavern tiles, shuffled together.

C. Tiles 13-32: All other Cavern tiles.

Special Adventure Rules

Broken Door: When a Hero reveals the Broken Door tile, do the following.

- Place the **Ancient Throne** tile next to the closest unexplored edge of the Broken Door tile.
- Instead of drawing a Monster Card for the tile, the active Hero's player takes the Errtu Villain card and places the Errtu figure on the Ancient Throne tile. As a Villain, Errtu acts at the start of each player s Villain Phase.
- Place 1 Water Elemental figure on the mushroom patch on each of the 2 **Dwarven Statue** tiles. When a Hero defeats a Water Elemental, that Hero collects a Filled Bowl token. Place the token on the Hero's card.
- A Hero carrying a Filled Bowl token can place it on either square of the throne depicted on the Ancient Throne tile. To do this, the Hero must be end his or her Hero Phase any of the 6 squares adjacent to the throne's squares. Once both Filled Bowl tokens are on the throne, Errtu takes 5 damage.

Victory: The Heroes win the adventure when they place the 2 Filled Bowl tokens on the throne and defeat Errtu.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

Late one night, Bruenor is woken by the ghost of a long-dead dwarf from the city of Gauntlgrym. "Help us," says a voice in his head. "The beast awakens . . . Gauntlgrym is besieged!"

The primordial Maegera below the city is stirring. If it is not silenced by placing the two ceremonial bowls on the ancient throne, the Fiery Pit will erupt and destroy Neverwinter!

When You Reveal the Broken Door Tile, Read:

The ground rumbles, and elemental servants of the primordial appear. You must capture the water elementals in the ceremonial bowls to silence Maegera the Inferno. The primordial is not without defenses, though, and a horrible demon materializes to stop you!

THE LEGEND of DRIZZT™

BOARD GAME

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